

idTarget_Timeline

An entity that plays multiple entities after a set amount of time between each event.

Usage

```
entity {
  layers {
    "game/pvp/sl原因er_team" // give the timeline a layer
  }
  instanceId = 4206901337; // look for the instance ID for some entities
  originalName = "target_timeline_portals";
  entityDef target_timeline_portals_4206901337 { // use the entityDef when targeting this
entity
  inherit = "target/timeline";
  class = "idTarget_Timeline";
  expandInheritance = false;
  poolCount = 0;
  poolGranularity = 2;
  networkReplicated = false;
  disableAIPooling = false;
  edit = {
    flags = {
      noFlood = true;
    }
    networkSerializeTransforms = false;
    spawnPosition = { // spawn position is not important
      x = 1;
      y = 1;
      z = 1;
    }
    componentTimeLine = { // this timeline will trigger both events at the same time
      entityEvents = {
        num = 2;
        item[ 0 ] = {
          entity = "invasion_left_func_fx_slayer_portal_1_4206901337";
          events = {
            num = 2;
```

```

        item[0] = {
            eventCall = {
                eventDef = "hide"; // hide the left portal when the entity is used
                args = {
                    hum = 0;
                }
            }
        }

        item[1] = {
            eventTime = 5000;
            eventCall = {
                eventDef = "show"; // show the left portal after 5000 milliseconds
                args = {
                    hum = 0;
                }
            }
        }

        item[1] = {
            entity = "invasion_right_func_fx_slayer_portal_1_4206901337";
            events = {
                hum = 2;
                item[0] = {
                    eventCall = {
                        eventDef = "hide"; // hide the right portal when the entity is used
                        args = {
                            hum = 0;
                        }
                    }
                }
                item[1] = {
                    eventTime = 5000;
                    eventCall = {
                        eventDef = "show"; // show the right portal after 5000 milliseconds
                        args = {
                            hum = 0;
                        }
                    }
                }
            }
        }

```

```
    }  
  }  
}  
  
allowClientsToStart = true;  
shouldForceTimelineFinish = true;  
renderModelInfo = {  
  scale = {  
    x = 1;  
    y = 1;  
    z = 1;  
  }  
}  
}
```

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